

Secrets of Toanium - Bug #406

hasWall crashes on Space Map 1

10/15/2025 07:05 PM - Administrator Administrator

Status:	Closed	Start date:	10/15/2025
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description When loading into the Map Editor, we see this: Cannot read properties of undefined (reading '50') at XWrap.tileHasVWall [as f] (maps.js:420:25) at XWrap.@@transducer/step (modules.js?hash=64ae2da6b8c63460550304db87efa3b60fcd92ee:48057:17) at _arrayReduce (modules.js?hash=64ae2da6b8c63460550304db87efa3b60fcd92ee:47893:34) at _reduce (modules.js?hash=64ae2da6b8c63460550304db87efa3b60fcd92ee:47934:12) at Object.f3 [as reduce] (modules.js?hash=64ae2da6b8c63460550304db87efa3b60fcd92ee:47668:14) at Object.hasVWall (maps.js:423:22) at Object.hasWall (maps.js:380:29) at drawWallIndex (maps.js:193:17) at _map (modules.js?hash=64ae2da6b8c63460550304db87efa3b60fcd92ee:47868:19) at map (modules.js?hash=64ae2da6b8c63460550304db87efa3b60fcd92ee:50926:14)			

History

#1 - 10/17/2025 08:19 PM - Administrator Administrator

- Status changed from New to Closed

Space Map 1 has been regenerated and the code for map stuff refactored, so let's just close this.